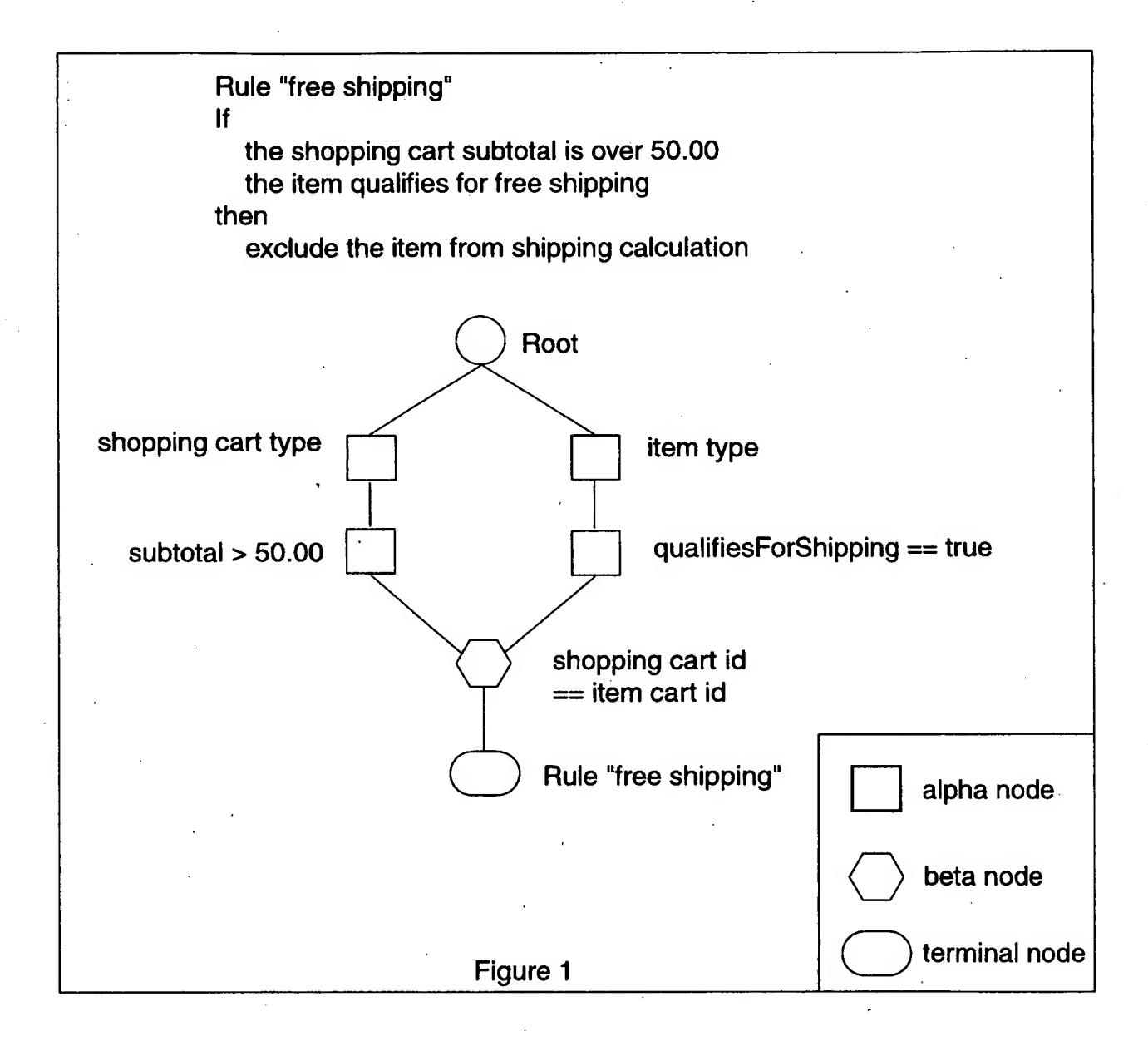
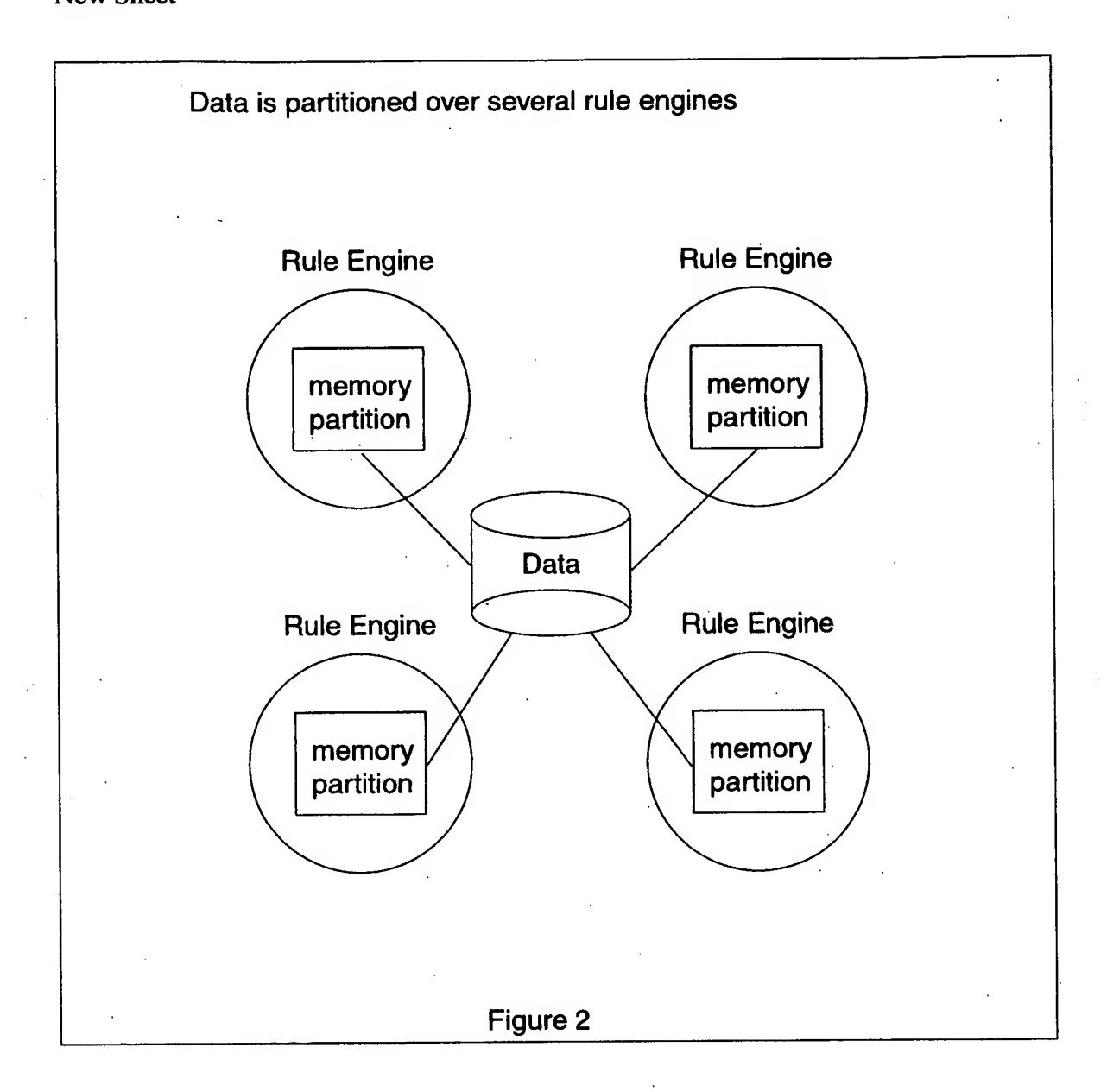
## **DRAWINGS**





1 and 2 input nodes are distributed to other rule engine instances at runtime. When facts are added to the application, the system distributes them for maximum efficiency. Rule Engine Rule Engine ruleset A ruleset B Startup Time - To memory memory partition partition ruleset B ruleset A Time - Tn distribute nodes Figure 3